


Open War 001 – Common

Ice Destabilization

3



Agenda-Research-Random
At the start of each of your turns, you may choose a rezzed piece of ice. If you do so, roll a die. On a 1 or 2, put a +1 strength counter on that ice. On a 6, trash that ice.

Illus. Tony Misiano II + FM
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

1

Open War 002 – Rare

Probability Optimization

3



Agenda-Research
Difficulty of Random agendas is reduced by 1.
[3]: Whenever you are about to roll a die, you may instead roll two dice, then keep one die and discard the other. Use this ability only once for each original die you were about to roll.
"Did you know that every time someone wins the jackpot, the casinos make three millions Eurobucks from excited gamblers? Why do you think they're so happy to shake the dumb punk's hand!"

Illus. Fotostock
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

1

Open War 003 – Rare

Speeder

3



Agenda-Asset-Random
At the start of each of your turns, roll a die. On a 1 or 2, put an Express counter on Speeder.
A, [1], Express counter: Install up to two cards.
*"Time was running out, and we didn't want to reach a deadlock, so we hired a new logistics director."
"And what is his strategy?"
"Simple: each person who does not keep his or her own deadline is fired."*

Illus. Sen Trubkovy
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

2

Open War 004 – Common

Trace Enhancer

3



Agenda-Asset-Random
At the start of each of your turns, you may roll a die. On a 1 or 2, put two Booster counters on Trace Enhancer. On a 3 or 4, put a Booster counter on Trace Enhancer. On a 6, remove a Booster counter, if any, on Trace Enhancer.
Booster counter: Gain [1]. Use this bit only to pay for traces. At the end of turn, return the bit to the bank if you did not spend it.

Illus. Gabor Szugyi
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

2

Open War 005 – Common

Spiel Business

4



Agenda-Gray Ops-Random
When you score Spiel Business, put [12] from the bank on it. At the start of each of your turns, if there are any bits on Spiel Business, you may roll a die. On a 1, put [4] from the bank on Spiel Business. On a 2, put [3] from the bank on Spiel Business. On a 3, put [2] from the bank on Spiel Business. On a 5, lose [2] from Spiel Business. On a 6, roll a die again and lose that many bits from Spiel Business.
A: Take up to [4] from Spiel Business, if it has any bits.

Illus. Veronica V. Jones
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

1

Open War 006 – Common

Staff Management

4



Agenda-Asset
When you score Staff Management, choose up to three sysops stored in HQ or discarded in the Archives. If you pay [1] for each sysop chosen in this way, install them and rez them, at no cost.
You cannot choose in this way a sysop which you cannot legally rez, for any reason.
"In order to fire a lot, you have to hire a lot."

Illus. Doug Andersen
v2.3.A3

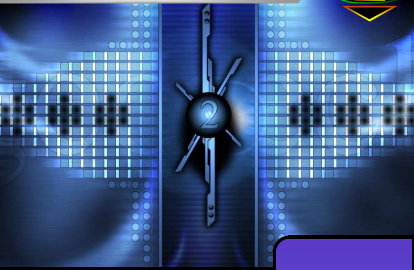
Card created by Emmanuel ESTOURNET, 2000-2010

2

Open War 007 – Uncommon

Strategic Construction

4



Agenda-Asset
When you score Strategic Construction, choose up to two regions stored in HQ or discarded in the Archives. If you pay [2] for each region chosen in this way, install them and rez them, at no cost.

Illus. liquisoft
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

2

Open War 008 – Uncommon

Known Connections

4



Agenda-Gray Ops-Random
When you score Known Connections, gain [5], which you may use only to pay for the following trace, and make a trace as follows:
Trace⁶—If trace is successful, either roll a die and gain that many bits, or guess a hidden resource name and expose all hidden resources; trash at no cost all hidden resources that have the name you guessed. When the trace attempt ends, return to the bank any of the [5] you did not spend.
"Do you think you are the only one to do business with gangsters? Don't be a fool. In this world, the only law is the one of the strongest."

Illus. Larry Elmore
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

3

Open War 009 – Uncommon

Police Purge Team

5



Agenda-Asset-Black Ops
For the remainder of the game, Runner must pay [1], in addition to any other costs, to install a resource.
When you score Police Purge Team, gain [5], which you may use only to pay for the following trace and make a trace as follows:
Trace⁵—If trace is successful, trash up to two resources at no cost. When the trace attempt ends, return to the bank any of the [5] you did not spend.
"Here's the bottom line: either they pay our fees, or they pay their burial fees."

Illus. Doug Andersen
v2.3.A3


Card created by Emmanuel ESTOURNET, 2000-2010

1

Open War 010 – **Rare**

Blockade Generator

6



Agenda-Research
At the start of each of Runner's turns, choose a fort. Until end of that turn, all pieces of **ice** on that fort get +X strength, where X is the number of pieces of **ice** on that fort.

"You cannot pass. I am a servant of the Secret Fort, wielder of the force of the Generator. You cannot pass. The Black Dahlia will not avail you, fiery Runner. Go back to your underworld! You cannot pass."

Illus. Zed
v2.3.A3


3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 011 – **Uncommon**

Ghost Copy

0



Node-Ambush-Virus
When Runner accesses Ghost Copy, you may pay [3] to put a ROM counter on an installed non-stealth program, even if Ghost Copy is not installed. If a program with one or more ROM counters on it leaves play, Runner's MU is reduced by 1 for the remainder of the game. Ignore this effect if Runner accesses Ghost Copy from the Archives. If Ghost Copy is accessed from R&D, Runner must show it to you.

ERROR UNINSTALLING RENT-I-CON: CANNOT FREE UNUSED MEMORY. DO YOU WISH TO SEND A BUG REPORT TO ARASAKA?
"Nooot!"

Illus. Josiah Munsey
v2.3.A3


0

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 012 – **Uncommon**

Security Reorganization

0



Node
A: Rearrange any number of your installed **sysops** by moving each of them to any other fort in which that **sysop** can legally be installed. Reveal any **sysop** you move in this way.

A, [1]: Rearrange any number of your installed **regions** by moving each of them to any other fort in which that **region** can legally be installed.

"Nowadays, everyone must be changeable and movable. If they're not, they're disposable."

Illus. Doug Andersen
v2.3.A3

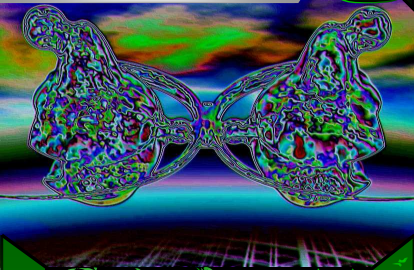
2

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 013 – **Common**

Virtual Program Copy

0



Node
A: Choose up to two **sysops** with the same name from HQ, show them to Runner, and install them.

A: Choose a rezzed **sysop**. Rez another installed **sysop** with the same name at no cost.

Illus. Redinard
v2.3.A3


2

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 014 – **Common**

Economy Plan

1



Node-Gray Ops
All **transactions** and **regions** get -[1] rez cost.

All installed or stored **regions** get +[1] trash cost.

"But Mr. President, don't you fear increasing our labour costs?"
"Don't worry, well paid or not well paid, that is the question."

Illus. Fred Hooper
v2.3.A3


2

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 015 – **common**

Gold Contract

1



Node-Gray Ops
All **advertisements** and **sysops** get -[1] rez cost.

All installed or stored **sysops** get +[1] trash cost.

Corporations can be really tempting when they want to win a war.

Illus. Veronica V Jones + Lushnik
v2.3.A3


2

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 016 – **Common**

Hiring Campaign

1



Node
A: Search your R&D for a **sysop**, show it to Runner, and bring it into HQ. Shuffle your R&D afterwards.

A: Choose up to two **sysops** with the same name from the Archives, show them to Runner, and bring them into HQ.

"In order to save money, we've decided to hire people two by two, but to pay them half."

Illus. Magik Unicorn
v2.3.A3


3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 017 – **Uncommon**

Yearbook

1



Node-Gray Ops
[X]: Expose X **hidden resources**. Use this ability only at the start of your turn, only once per turn, and only if Runner is tagged.

A, A, [3]: Choose a **resource** card name. Trash all cards with that name; if you pay 1 agenda point, that trashing cannot be prevented. Use this ability only if Runner is tagged.

Illus. Maciej Frolow
v2.3.A3


4

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 018 – **Rare**

Elmer Emet Unuo - San

3



Node-AI
A, A: Put one EEUS counter on Elmer Emet Unuo-San.

A, [3]: Discard face up a card from HQ at random, EEUS counter: Search your R&D for a card and bring it into HQ. Shuffle your R&D afterwards.

A new weapon found by Corporate scientists. Superior Artificial Nodes were sysops who were willingly 'flattened and whose memory and reasoning were saved as AI.

Illus. Noa Sivan
v2.3.A3


4

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 019 — **Uncommon**

Data Retriever

4



Node
You may play any **operation** that is in the Archives as though it were in HQ. Whenever you choose to do so, show that **operation** to Runner and pay [2], in addition to any other costs, to play that **operation**.

*"Pay them twice, and you can use them twice."
— Old Proverb*


Illus. Digital Vision
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 020 — **Rare**

Angel Vice Muno - San

6



Node-AI-Unique
[4]: Choose one counter from one of your installed cards, and either remove it or replace it by two counters of the same type. Use this ability only once per turn, and only during your turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.


Illus. Lushpix Fotosearch
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 021 — **Rare**

Dr. Gerald Farichi

0



Upgrade-Sysop-Unique
[3]: For the remainder of the run, all pieces of **ice** on this fort, except the outermost and innermost ones, have an additional subroutine "@ End the run." after all other subroutines. Use this ability only at the start of a run on this fort, and only once per run.

[2]: Move Dr. Gerald Farichi to another fort. Use this ability only at the start of a run and only once per turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 022 — **Rare**

Natan Ruel Valten

1



Upgrade-Sysop
You may rez Natan Ruel Valten when Runner is about to trash one or more pieces of **ice** on this fort.

Trace⁶—If trace is successful, give Runner a NRV counter, and Runner cannot trash any **ice** on this fort until end of turn. Each NRV counter gives -X strength to each **icebreaker**, where X is the MU cost of this **icebreaker**. Runner may remove a NRV counter by taking two consecutive actions to pay [4]. Use this ability only during a run on this fort, and only once per run. You may use this ability when Runner is about to trash any number of installed **ice** during a run on this fort.

"This icon is getting on my NRV!"


Illus. David Fernandez Falagan
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 023 — **Uncommon**

Archivist

2



Upgrade-Sysop
Install Archivist only in the Archives. You may rez Archivist whenever Runner is about to access cards from the Archives.

If Runner makes a successful run on the Archives, Runner cannot access cards from the face down pile, even during a run in which Archivist is trashed.

[2]: Bring a card from the Archives into HQ. Use this ability only during a run on the Archives and only once per run.


Illus. Deaddreamer
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 024 — **Uncommon**

Mme Irma

2



Upgrade-Sysop-Random
You may rez Mme Irma at the start of a run. Only one Mme Irma can be installed in each fort; trash any older one.

At the start of each run on this fort, you may roll a die.

On a 1, Runner must uninstall a **program** of your choice and bring it into his or her hand, unless Runner pays [4]. On a 2, Mme Irma does 1 brain damage. On a 3, Mme Irma does 1 Net damage. On a 5, derez Mme Irma. On a 6, trash Mme Irma unless you pay [2].

*"So what does this Mme Irma see?"
"Well... that you'll lose money."*


Illus. Gally
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 025 — **Rare**

Brain Bind

3



Upgrade-Ambush
Trace⁶—If trace is successful, put a BB counter in that fort. A fort containing one or more BB counters cannot be run. Runner can remove all BB counters on one fort by suffering 1 brain damage. Use this ability only when Runner accesses Brain Bind.

"It sends to your brain visions of food you loathe. Have you ever puked in the matrix?"

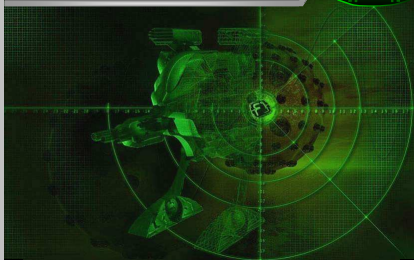
Illus. Zvraceni Kabelu
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 026 — **Common**

Countermeasures Override

3



Upgrade-Ambush
You may rez Countermeasures Override during an encounter with a piece of **ice** on this fort.

Trace⁴—If trace is successful, repeat one subroutine on the encountered **ice** until end of encounter. Runner must pay [3], in addition to any other costs, to break that repeated subroutine. Treat this as if each repeated subroutine appeared immediately after the original subroutine. Use this ability only during an encounter with a piece of **ice**, and only once per run.

"Easy. Make them believe that it worked."


Illus. Zed
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 027 — **Common**

Kiev City Grid

2



Upgrade-Region
All **code gates** on this fort get -[1] rez cost and +2 strength.

Rez a **region** when you install it. Install a **region** only if you can pay to rez it. Only one **region** may be installed in each fort. Trash older ones.

"Do you know The Great Gate of Kiev? You will learn to know it. Just listen to the bells."

Illus. Hawk
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 028 – **Uncommon**

Las Vegas City Grid

2



Upgrade-Region-Random
After Runner passes each piece of ice on this fort, roll a die. On a 2 or less, you may choose a piece of ice on this fort, and either rez it at no cost, or give it +1 strength for the remainder of the run. On a 4 or more, Runner may ignore the next piece of ice encountered during this run, if any.
Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

Illus. Tanju Belgin
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 029 – **Rare**

Paradise Station Grid

7



Upgrade-Region
All ice on this fort is get -[2] rez cost.
All other upgrades in this fort get -[2] rez cost.
Gain [1] after each unsuccessful run on this fort.
Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

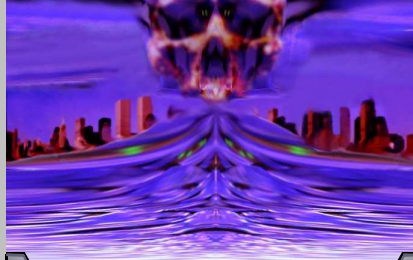
Illus. Phil Craigie
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 030 – **Rare**

Skålderviken Dungeon Grid

7



Upgrade-Region
All black ice on this fort get -[3] rez cost and +3 strength.
[3]: For the remainder of the run, all black ice on this fort has one additional subroutine "Do 1 brain damage." before all other subroutines. Use this ability only during a run on this fort, and only once per run.
Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.
"It's incredible to think that the place where they make plans to burn Runners' brains is in such a cold region."

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 031 – **Rare**

Seattle City Grid

8



Upgrade-Region
All ice on this fort get +2 strength.
Runner must pay [3], in addition to any other costs, to steal each agenda installed or stored in this fort, even during a run in which Seattle City grid is trashed.
Runner cannot expose nor reveal any card stored in or installed in or on this fort.
Rez a region when you install it. Install a region only if you can pay to rez it. Only one region may be installed in each fort. Trash older ones.

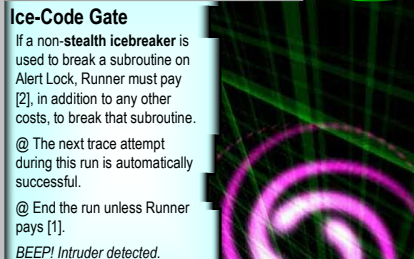
Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 032 – **Uncommon**

Alert Lock

4



Ice-Code Gate
If a non-stealth icebreaker is used to break a subroutine on Alert Lock, Runner must pay [2], in addition to any other costs, to break that subroutine.
@ The next trace attempt during this run is automatically successful.
@ End the run unless Runner pays [1].
BEEP! Intruder detected.
Trying to locate whose using such an indiscreet program...

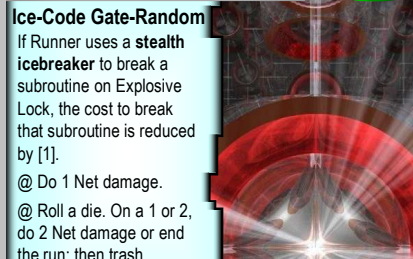
Illus. Joakim Eriksson
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 033 – **Common**

Explosive Lock

2



Ice-Code Gate-Random
If Runner uses a stealth icebreaker to break a subroutine on Explosive Lock, the cost to break that subroutine is reduced by [1].
@ Do 1 Net damage.
@ Roll a die. On a 1 or 2, do 2 Net damage or end the run; then trash Explosive Lock.

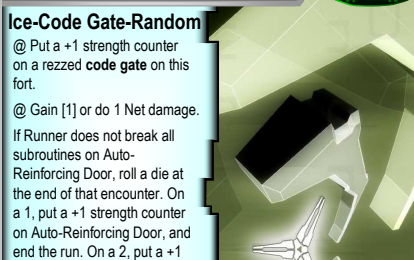
Illus. Sanity Impaired
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 034 – **Rare**

Auto-Reinforcing Door

7



Ice-Code Gate-Random
@ Put a +1 strength counter on a rezzed code gate on this fort.
@ Gain [1] or do 1 Net damage.
If Runner does not break all subroutines on Auto-Reinforcing Door, roll a die at the end of that encounter. On a 1, put a +1 strength counter on Auto-Reinforcing Door, and end the run. On a 2, put a +1 strength counter on Auto-Reinforcing Door.

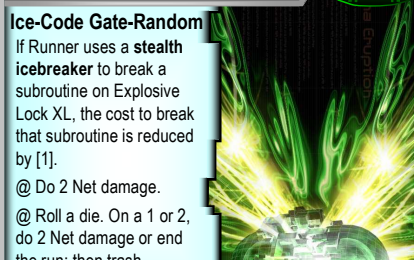
Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 035 – **Rare**

Explosive Lock XL

6



Ice-Code Gate-Random
If Runner uses a stealth icebreaker to break a subroutine on Explosive Lock XL, the cost to break that subroutine is reduced by [1].
@ Do 2 Net damage.
@ Roll a die. On a 1 or 2, do 2 Net damage or end the run; then trash Explosive Lock XL.

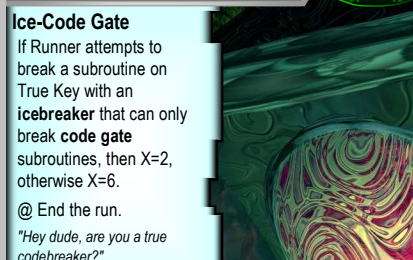
Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 036 – **Common**

True Key

3



Ice-Code Gate
If Runner attempts to break a subroutine on True Key with an icebreaker that can only break code gate subroutines, then X=2, otherwise X=6.
@ End the run.
"Hey dude, are you a true codebreaker?"

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 037 — Common

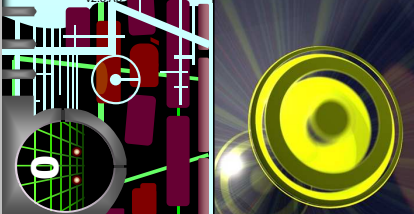
Bumper

3

Ice-Wall-Random
 @ End the run.
 Whenever Runner breaks all subroutines on Bumper and passes it successfully, roll a die. On a 1 or 2, Bumper gets +1 strength for the remainder of that run, and Runner must resume the run at the start of the encounter with Bumper.

"It is exactly like a flipper."

Illus. Macmonkies
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

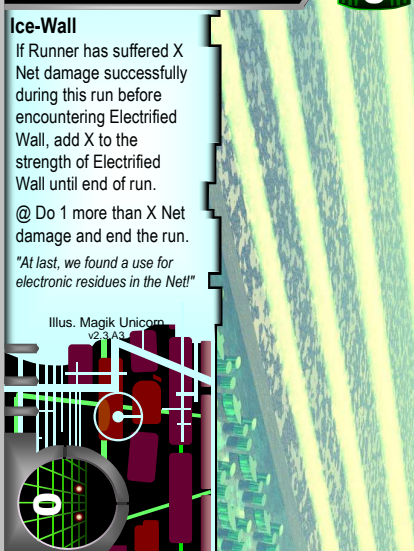
Open War 038 — Uncommon

Electrified Wall

3

Ice-Wall
 If Runner has suffered X Net damage successfully during this run before encountering Electrified Wall, add X to the strength of Electrified Wall until end of run.
 @ Do 1 more than X Net damage and end the run.
"At last, we found a use for electronic residues in the Net!"

Illus. Magik Unicorn
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

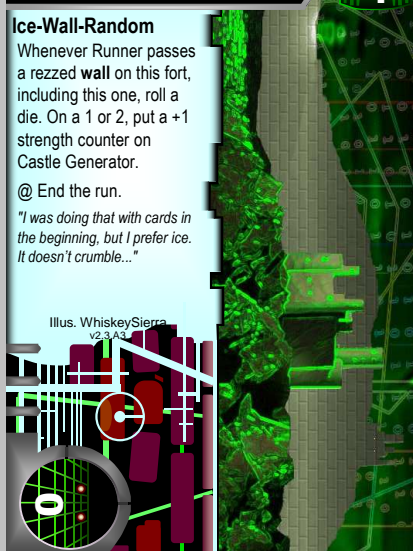
Open War 039 — Rare

Castle Generator

4

Ice-Wall-Random
 Whenever Runner passes a rezzed wall on this fort, including this one, roll a die. On a 1 or 2, put a +1 strength counter on Castle Generator.
 @ End the run.
"I was doing that with cards in the beginning, but I prefer ice. It doesn't crumble..."

Illus. WhiskeySierra
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

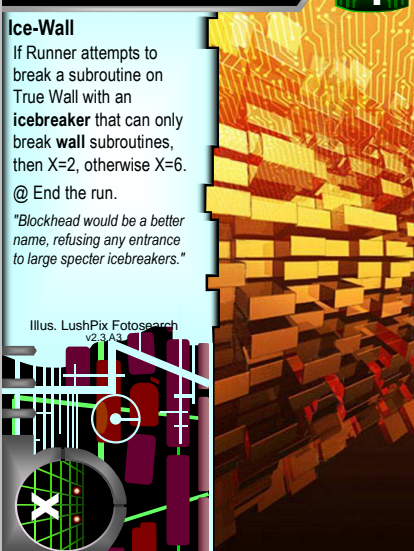
Open War 040 — Common

True Wall

4

Ice-Wall
 If Runner attempts to break a subroutine on True Wall with an **icebreaker** that can only break wall subroutines, then X=2, otherwise X=6.
 @ End the run.
"Blockhead would be a better name, refusing any entrance to large specter icebreakers."

Illus. LushPix Fotosearch
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

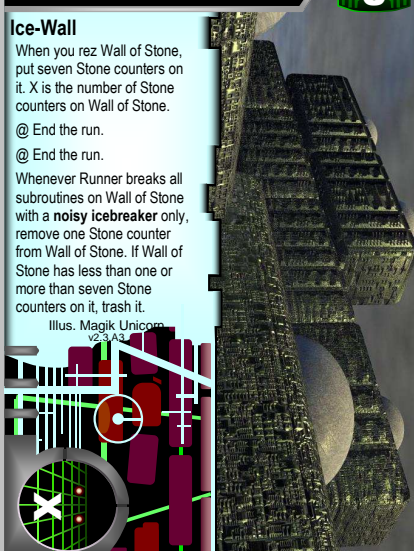
Open War 041 — Uncommon

Wall of Stone

8

Ice-Wall
 When you rez Wall of Stone, put seven Stone counters on it. X is the number of Stone counters on Wall of Stone.
 @ End the run.
 @ End the run.
 Whenever Runner breaks all subroutines on Wall of Stone with a **noisy icebreaker** only, remove one Stone counter from Wall of Stone. If Wall of Stone has less than one or more than seven Stone counters on it, trash it.

Illus. Magik Unicorn
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

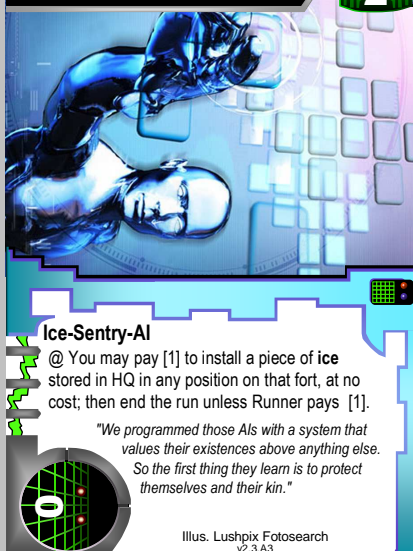
Open War 042 — Common

Edgerunner Installer 1.0

2

Ice-Sentry-AI
 @ You may pay [1] to install a piece of ice stored in HQ in any position on that fort, at no cost; then end the run unless Runner pays [1].
"We programmed those AIs with a system that values their existences above anything else. So the first thing they learn is to protect themselves and their kin."

Illus. Lushpix Fotosearch
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

Open War 043 — Uncommon

Edgerunner Installer 1.5

3

Ice-Sentry-AI
 @ You may pay [2] to install a piece of ice stored in HQ in any position on any fort, at no cost; then end the run unless Runner pays [1].

Illus. Lushpix Fotosearch
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

Open War 044 — Rare

Soul Flayer

5

Ice-Sentry-Spirit-AI
 At the start of your turn, pay [1] or derez Soul Flayer.
 @ If Soul Flayer is installed, score 1 agenda point.
 @ Runner loses 1 agenda point.
 On a **spirit**, any duplicated or repeated subroutine has no effect. After each encounter with a **spirit**, put a +1 strength counter on it for every two rezzed **sysops** in that fort.

Illus. DasgrafX
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

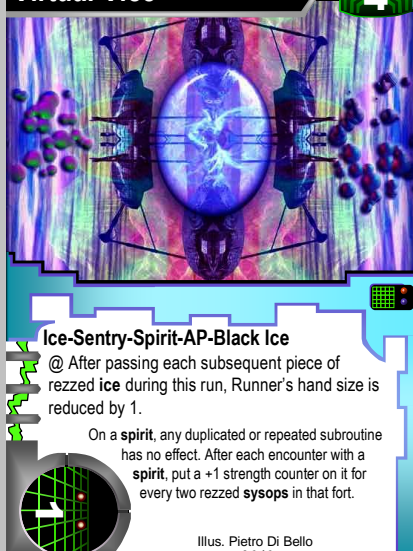
Open War 045 — Uncommon

Virtual Vice

4

Ice-Sentry-Spirit-AP-Black Ice
 @ After passing each subsequent piece of rezzed ice during this run, Runner's hand size is reduced by 1.
 On a **spirit**, any duplicated or repeated subroutine has no effect. After each encounter with a **spirit**, put a +1 strength counter on it for every two rezzed **sysops** in that fort.

Illus. Pietro Di Bello
v2.3.A3



Card created by Emmanuel ESTOURNET, 2000-2010

Open War 046 — Common

Mind Shocker

3



Ice-Sentry-Spirit-AP-Sword-Firestarter
 @ After passing each subsequent piece of ice during this run, make a trace as follows:
"Trace"—If trace is successful, trash one piece of hardware or do 1 Net damage."
 On a spirit, any duplicated or repeated subroutine has no effect. After each encounter with a spirit, put a +1 strength counter on it for every two rezzed sysops in that fort.


Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 047 — Common

Squasher

5



Ice-Sentry-Spirit-AP
 @ After passing each subsequent piece of ice during this run, reduce Runner's MU by one until end of run.
 On a spirit, any duplicated or repeated subroutine has no effect. After each encounter with a spirit, put a +1 strength counter on it for every two rezzed sysops in that fort.
"Count zero."

Illus. Ivan Coric
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 048 — Common

Eraser

4



Ice-Sentry-Killer
 For each [2] you pay above the rez cost when you rez Eraser, it has one additional "@ Trash a program." subroutine, before all other subroutines.
"If you can pay to maintain it, it can generate sufficient subroutines to wipe out any forbidden programming."

Illus. unknown
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 049 — Rare

Evil Spirit

8



Ice-Sentry-Spirit-AI
 At the start of your turn, pay [1] or derez Evil Spirit.
 @ If Evil Spirit is installed, score 1 agenda point.
 On a spirit, any duplicated or repeated subroutine has no effect. After each encounter with a spirit, put a +1 strength counter on it for every two rezzed sysops in that fort.
"One ice to beat them all, one ice to fight them, one ice to despair them all, and in the helplessness leave them."


Illus. Lucius
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 050 — Rare

Demonic Hordes

5



Ice-Sentry-AP-Black Ice-Sleepy
 @ Give Runner a Horde counter. Each Horde counter does 1 brain damage at the start of each run unless Runner pays [1], and forces Runner to trash an installed non-resource card at the start of each run. Runner may remove a Horde counter by taking an action to pay [3].
 If Runner has used a noisy icebreaker during this run, the cost to rez Demonic Hordes is reduced by [5].


Illus. Mouhamed Refaie
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 051 — Uncommon

Real Illusion

10



Ice-Sentry-Spirit-AP-Black Ice
 @ Runner loses [1] and cannot jack out for the remainder of the run.
 @ After passing each subsequent piece of ice during this run, do 1 brain damage, which cannot be prevented.
 On a spirit, any duplicated or repeated subroutine has no effect. After each encounter with a spirit, put a +1 strength counter on it for every two rezzed sysops in that fort.

Illus. Bob Eggleton
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 052 — Rare

Demoniac Apparition

7



Ice-Sentry-Black Ice-AP-Random
 When you rez Demoniac Apparition, roll a die. On a 6, derez it. As long as Demoniac Apparition is rezzed, pay [1] at the start of each of your turns or trash it.
 @ Do 2 brain damage. Then end the run if Demoniac Apparition is installed.
"Sir, your new ICE is here. As you wanted, it's a monster, but it's so powerful that it is very difficult to stabilize."


Illus. Laurent Antonini
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 053 — Uncommon

Auto-Training Samurai

2



Ice-Sentry-Killer-AP-Sword-Hellbolt-AI
 X is the number of Trainer counters on Auto-Training Samurai. Remove all Trainer counters from Auto-Training Samurai whenever it is derezzed.
 @ Do X Net damage.
 @ Trash a program.
 Put a Trainer counter on Auto-Training Samurai at the end of current encounter if Runner has broken one or more of its subroutines.

Illus. Sean Boyle
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 054 — Common

Mass Hiring

0



Operation
 Install up to two sysops in one or more data forts of your choice. You may then rez any one installed sysop at no cost.
"Twins are a blessing."

Illus. Rick Berry
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 055 – Common

New Job

0



Operation
Reveal an installed **sysop** and move it to another fort in which that **sysop** can legally be installed. Repeat up to three times. Afterwards, you may search the Archives for a **sysop**, show it to Runner, and install it.

"Aaah, I'm so sorry, they no longer work here. They're now at the new security department."

Illus. Varpu Lotvonen
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 056 – Uncommon

On Holiday

0



Operation
Do not play On Holiday as an action; instead, play it during Runner's turn at the start of a run. Derezz up to four rezzed cards installed in a fort. X is half of the sum of their total combined original and printed rez costs, rounded down. Gain [X]. You cannot use this effect to derezz a region or a card which must be rezzed when installed.

Illus. John Zeleznik
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 057 – Uncommon

Scapegoat

2



Operation
Trash any number of rezzed **sysops**. For each **sysop** trashed successfully in this way, gain [2] or remove 1 **Bad Publicity** point.

"Hiring scapegoats is part of company management."


Illus. Tom Baxa
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 058 – Rare

Temporary Save

2



Operation
Do not play Temporary Save as an action; instead, play it during Runner's turn when a **node** or an **upgrade** is about to be trashed by Runner. Prevent that **node** or **upgrade** from being trashed. If that **node** or **upgrade** is still in the fort at the start of your next turn, pay twice its rez cost, or uninstall it and discard it.

"Do you hear the sirens' song?"


Illus. Production-IG
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 059 – Rare

Emergency Procedure

4



Operation
Do not play Emergency Procedure as an action; instead, play it during Runner's turn at the start of a run. Forgo your next action. Choose a data fort that contains a rezzed **sysop**. Install a piece of **ice** in the outermost position on that fort, at no cost. Then, you may rez that piece of **ice** for half cost, rounded down.

"The sysops are the core of our defense."


Illus. S.R. Holcombe
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 060 – Common

Strategic Manipulations

7



Operation
Choose a data fort that contains a rezzed **sysop**. You may install a piece of **ice** from HQ in any position on that fort, at no cost. If you forfeit your next agenda point you may then rez that piece of **ice** at no cost.

"We've found a way to insert defensive programs without damaging the structure of a fort. The only problem is that we need somebody to do it."

Illus. Stéphane Carpentier
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 061 – Common

Double Agent

1



Operation-Double-Gray Ops
Play only if Runner trashed one or more **sysops** during his or her last turn. Put those **sysops** in the face up pile of the Archives and give Runner one tag for each **sysop** trashed successfully in this way.

Playing a **double operation** costs two consecutive actions this turn instead of one.

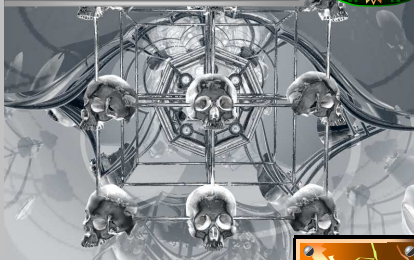
Illus. Matt Wilson
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 062 – Uncommon

Skålderviken Intensification Nest

3



Operation-Double-Black Ops
Put one SIN counter on each rezzed piece of **black ice** that has less than three SIN counters on it. Each SIN counter on a piece of **black ice** adds 1 to the brain damage generated by subroutines that do brain damage, and forces Runner to pay [1], in addition to any other costs, to break each of these subroutines.

Playing a **double operation** costs two consecutive actions this turn instead of one.

"I'm a sinner, I'm a winner..."

Illus. Alfredo Azpe Olmedo
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010

Open War 063 – Uncommon

Fake Company

7



Operation-Double-Gray Ops-Transactions
Choose, in a subsidiary data fort, an installed card that can be advanced and that has X advancement counters on it. X cannot be greater than 4. Uninstall that card and store it in HQ. Then install, in that subsidiary data fort, a card from HQ that can be advanced, and put X advancement counters on it.

Playing a **double operation** costs two consecutive actions this turn instead of one.

Illus. Logi Jes Kristjánsson
v2.3.A3

Card created by Emmanuel ESTOURNET, 2000-2010